

Satellite Subtraction

by Pyramid Software S.A.
for the John Sands Sega SC3000 Computer

Minimum System Sega SC3000 16K RAM minimum
Cassette Recorder Joysticks not required

How to play SATELLITE SUBTRACTION

Marauding satellites threaten Star Base VII! Sent by the vicious Ry-T-Kull they must be stopped at all costs. You are in charge of the lone defence ship stationed on the Planet. To start, type in a number between 1 and 10 to indicate your skill level. Press the **CR** key. Your scanner will show the Planet's horizon, your ship at the bottom of the screen and a radar view of the oncoming satellites. Your ship's position is controlled with the **left** and **right** arrow keys. To fire, move your ship beneath a satellite then type in the answer to the problem shown beneath the satellite. Lasers will lock on and fire if the answer is correct. If you make an error, the correct answer will be shown briefly at the top of the screen. Also displayed at the top is your score and the highest score achieved. You have only one ship, so **don't let them land!!**

Notes for teachers and parents

SATELLITE SUBTRACTION is intended to provide children with an **enjoyable** means of practising subtraction facts.

The game is not intended to teach the facts or concept of subtraction but to help improve their accuracy, speed and confidence.

When children first play the game, we suggest they do so with an adult or another child present who is familiar with the game. It is important right from the start to help build the child's confidence.

This game is based on a series developed for use in **primary schools**. Research has shown that best results occur when children practise for short times **every day**. We suggest about 15 minutes a day as a good average. Scores and skill-levels obtained should be recorded on paper or card. The game is **self-levelling in ability**, i.e. it adjusts to the child's ability.

Other games in the **MATHS BLASTER** series for the **SEGA SC3000**

Tank Addition, Marauding Multiplication, Demon Division

A computer based learning activity by Dean Hodgson
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Tape loading instructions

For John Sands Sega SC3000 Personal Computer

1. Connect computer as shown on the user instruction card and insert BASIC cartridge
2. Connect a lead from the earphone socket of the tape recorder to the "IN" socket at the back of the computer
3. Switch the computer on
4. While holding down the FUNC key press the key with the word LOAD written above it. The word LOAD should appear on the screen. Press the CR key, the message LOADING START will appear on the screen
5. Insert the tape in the tape recorder and press the play button. If everything is set correctly the computer will put up a message telling you that it has found a program. The program will then be loaded from the tape recorder to the computer
6. If the volume and tone controls are set correctly after a while the message LOADING END will appear on the screen. You will probably be most successful with the volume on about 6 and the tone on about 6 or 7. If they are set incorrectly the message TAPE READ ERROR will appear meaning that you will have to rewind the tape and go to step 4 and try different levels
7. To start the program press the key with RUN above it along with the FUNC key, the program will then begin
8. There are two copies of the program on the labelled side of the tape, separated by approx. 10 second gap

John Sands
SEGA[®]